



# Immersive Learning Technologies

**Mr. Peter Smith**

**Lead, ADL Immersive Learning Team**

08/20/2009

# Why Immersive Learning Technologies?

---

- Provide engaging opportunities for authentic practice with measurable results
- Provide opportunities for educators and learners to better identify performance gaps
- Provide instant feedback that help learners self regulate and maximize their training effectiveness



- Games
  - James Xu
- Virtual Worlds
  - Keysha Gamor
- Mobile
  - Judy Brown
- Web 2.0
  - Mark Friedman



# ... and It's Not Just Games

- *“The smartest programmers don’t work for Uncle [Sam] anymore – they develop video games.” – Tom Clancy, *Teeth of the Tiger* pg. 105*



- Accessibility
  - IA Issues
  - Access to Enabling Technology
- Assessment
  - Tracking Behavior is More Complicated
  - SCORM Not Truly Designed for Immersive Environments
- Interoperability
  - Technologies Do Not Interoperate With Each Other
  - Technologies Do Not Integrate with Current LMSs



# Current ILT Initiatives

---

- Virtual World Standards Working Group Meetings
  - A working group comprised of experts in virtual worlds explore coming standards and the potential role of ADL
- Immersive Learning Pod-Cast Series
  - A coming series of pod casts where members of the ILT Team sit down with leaders in the ILT space



# Current ILT Virtual World Initiatives

- Virtual World Test Bed
  - The test bed will be comprised of over a dozen functioning virtual worlds allowing us to test and compare affordances
- Team Orlando SecondLife Island
  - Part of Linden Labs MiLands Initiative, the ADL will be developing demonstrations and tests of ADL technologies





# Current ILT Game Initiatives

- Games Test Bed
  - The test bed contains many of the games and supporting technologies used by the DoD today
- Mini-Game Development
  - A group of small games being developed with DAU covering many topics in their current curriculum





Defense  
**GAMETECH**  
User's Conference

**WHEN?**

**29-31 March 2010**

**WHERE?**

**Hilton Orlando**  
**6001 Destination Parkway**  
**Orlando, Florida**

**[www.teamorlando.org/gametech](http://www.teamorlando.org/gametech)**



# Innovation in Gaming **AWARD!**

Competition for the most innovative  
use of gaming technology by  
DoD users

Applications Available Soon on  
GameTech and ADL websites

Award Presented at GameTech  
2010

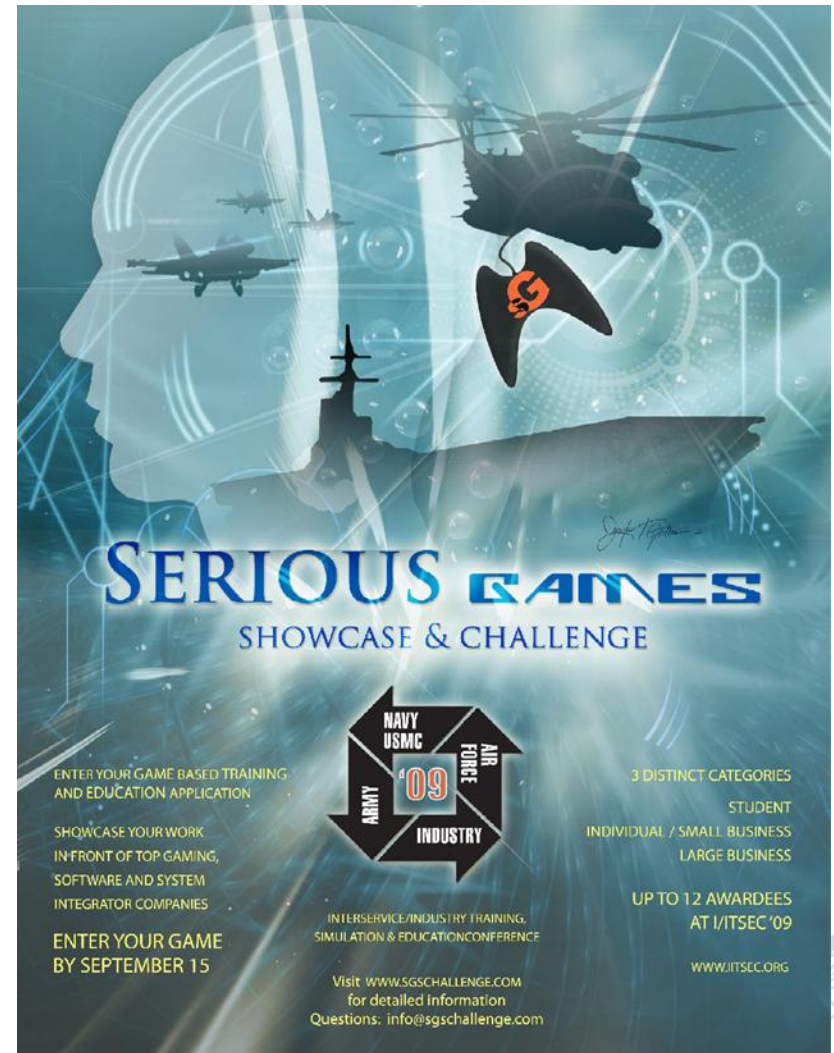


# Virtual World Challenge

- The invitation is out to the world: Show us how you would improve the Government's training and analysis capabilities in virtual worlds and in return gain recognition and awards.
- Government agencies are encouraged to become involved as evaluators.
- More information is available at [www.fvwc.army.mil](http://www.fvwc.army.mil) or by emailing [fvwc.sttc@us.army.mil](mailto:fvwc.sttc@us.army.mil)



- Serious Games Showcase & Challenge
- 4<sup>th</sup> Annual Event Currently Accepting Games
- Selected Games Displayed on I/ITSEC 2009 Floor
- For more Info: [www.sgschallenge.com](http://www.sgschallenge.com)



# Immersive Learning in ADL

- Immersive Environments in ADL
  - Games, Virtual Worlds
- Social Learning in ADL
  - Social Networking, Web 2.0, Twitter



# Questions or Comments?

**Peter Smith**

*Team Lead, Immersive Learning Technologies*

[peter.smith.ctr@adlnet.gov](mailto:peter.smith.ctr@adlnet.gov)

+1.407.384.5572